

CLAIM AMENDMENTS

1. (Currently Amended) A game machine comprising:

means for displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement and for displaying a game-related production display;~~and~~

means for determining results of stopping of the varying display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display of a scenario of a game-related production display from beginning to end of the scenario, during a period from a start to an end of the varying display, wherein said game-related production display includes a design of at least two different characters and a word design for each of the two different characters;~~a;~~

a read-only memory storing a production pattern determination table including production patterns for combinations of the word designs, each of the production patterns having an associated random number for production pattern determination, wherein the scenarios are configured by combining production patterns; and

a random number generator for generating random numbers for determining a production patterns to be displayed, based upon the random numbers associated with the production patterns, wherein

the combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes exchange of words between the two different characters.

2. (Previously Presented) The game machine according to claim 1, wherein the end of the scenario indicates whether to shift to the special game state.

Claims 3-6 (Cancelled).

7. (Previously Presented) The game machine according to claim 1, wherein progress of the scenario shown with the production display changes with the two different characters.

8. (Previously Presented) The game machine according to claim 1, wherein the production display indicates moving on to the special game state with the two different characters or the word design of each of the two different characters.

9. (Previously Presented) The game machine according to claim 1, wherein the means for displaying includes a display zone for the production display, larger than a display zone for the varying display of the special symbol.

Claim 10 (Cancelled).

11. (Currently Amended) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific state, ~~and controls~~

controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, a scenario including a combination of production patterns extracted from a memory storing a production pattern table including production patterns for combinations of word designs, each production pattern including a corresponding random number for production pattern determination, based upon generation of random number, and

producing the game-related production to include a design of at least two different characters and a word design for each of the two different characters, a combination of the word designs of the two different characters indicating at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, the combination of the word designs including an exchange of words between the two different characters.

12. (Currently Amended) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;
~~and~~

means for controlling a display on the means for displaying, wherein

the means for controlling controls the means for displaying to produce a suggestion display of a relationship between the production design and the probability of shifting to the special game state,

the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying,

the suggestion display implicitly notifies a player of the game of the relationship, and

the production design includes at least two different characters and a word design for each of the two different characters; a

a read-only memory storing a production pattern determination table including production patterns for combinations of the word designs, each of the production patterns having an associated random number for production pattern determination, wherein the scenarios are configured by combining production patterns; and

a random number generator for generating random numbers for determining production patterns to be displayed, based upon the random numbers associated with the production patterns, wherein

the combination of the word designs for the two different characters indicates one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between two different characters.

13. (Previously Presented) The game machine according to claim 12, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

14. (Previously Presented) The game machine according to claim 12, wherein the suggestion display shows a design identical to the production design or related to the production design.

15. (Previously Presented) The game machine according to claim 12, wherein the suggestion display includes an animated image.

Claim 16 (Cancelled).

17. (Currently Amended) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state, and

controlling production of a suggestion display suggesting a relationship between the production design and the probability, wherein

the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown ~~on the means for displaying,~~

the suggestion display implicitly notifies a player of the game of the relationship,

the production design includes at least two different characters and a word design for each of the two different characters,

a combination of the word designs for the two different characters indicates one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, ~~and~~

the combination of the word designs includes an exchange of words between two different characters, and

a combination of production patterns is extracted from a memory storing a production pattern table including production patterns comprising combinations of the word designs, each production pattern including a corresponding random number for production pattern determination, based upon generation of random numbers.

18. (Previously Presented) The game machine according to claim 1, further comprising a production pattern determination table prearranged for contents of the word designs.

19. (Previously Presented) The game machine according to claim 1, wherein the two different characters are a male character and a female character.

Claims 20 and 21 (Cancelled).

22. (Currently Amended) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state; ~~and~~

means for controlling a display on the means for displaying, wherein
the means for controlling controls the means for displaying to produce a suggestion display of a relationship between the production design and the probability of shifting to the special game state,
the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying,
the suggestion display implicitly notifies a player of the game of the relationship, and

the production design includes at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters, ~~and~~

a read-only memory storing a production pattern determination table including production patterns for combinations of the word designs, each of the production patterns having an associated random number for production pattern determination, wherein the scenarios are configured by combining production patterns; and

a random number generator for generating random numbers for determining production patterns to be displayed, based upon the random numbers associated with the production patterns, wherein

the combination of the word design and the true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

23. (Currently Amended) A game machine comprising:
means for displaying a special symbol indicating a shift to a special game state if a
varying display stops at a specific arrangement and for displaying a game-related
production display;~~and~~

means for determining results of stopping of the varying display and controlling
the means for displaying according to the results, the means for determining controlling
the means for displaying to produce a production display of a scenario of a game-related
production display from beginning to end of the scenario, during a period from a start to
an end of the varying display, wherein the game-related production display includes at
least two different characters, a word design for each of the two different characters, and
a true intention design for each of the two different characters;~~a;~~

a read-only memory storing a production pattern determination table including
production patterns for combinations of the word designs, each of the production patterns
having an associated random number for production pattern determination, wherein the
scenarios are configured by combining production patterns; and

a random number generator for generating random numbers for determining
production patterns to be displayed, based upon the random numbers associated with the
production patterns, wherein

the combination of the word design and the true intention design of either
of the two different characters indicates at least one of a special game state probability
and probability of a reach, the reach indicating a shift to the special game state if the
varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words
between the two different characters.

24. (Currently Amended) The game machine according to claim 23, ~~further
comprising a~~ wherein the production pattern determination table is prearranged for
contents of the word designs and the true intention designs.

25. (Previously Presented) The game machine according to claim 23, wherein the
two different characters are a male character and a female character.

Claim 26 (Cancelled)

27. (Previously Presented) The game machine according to claim 23, wherein the end of the scenario indicates whether to shift to the special game state.

28. (Previously Presented) The game machine according to claim 23, wherein progress of the scenario shown with the production display changes with the two different characters.

29. (Previously Presented) The game machine according to claim 23, wherein the production display indicates moving on to the special game state with the combination of the word design and the true intention design of either of the two different characters.

30. (Previously Presented) The game machine according to claim 23, wherein the means for displaying includes a display zone for the production display, larger than a display zone for the varying display of the special symbol.

31. (Currently Amended) A home game machine comprising:
means for displaying designs related to a game;
means for controlling a varying display on the means for displaying; and
a game program performing pseudo-operations of a pachinko game on the means for displaying, wherein
the means for controlling produces a production display of a process from beginning to end of a scenario, and controls the means for displaying to display an indication, with a specific arrangement of the end of the scenario, that the game will move on to a special game state at the end of the scenario, and
the designs related to a game include at least two different characters, and a word designed for each of the two different characters, ~~a~~
a read-only memory storing a production pattern determination table including production patterns for combinations of the word designs, each of the production patterns having an associated random number for production pattern determination, wherein the scenarios are configured by combining production patterns; and
a random number generator for generating random numbers for determining production patterns to be displayed, based upon the random numbers associated with the production patterns, wherein
the combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the

reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

32. (Currently Amended) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific state, ~~and~~

controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, a scenario including a combination of production patterns extracted from a memory storing a production pattern table including production patterns for combinations of word designs; each production pattern including a corresponding random number for production pattern determination, based upon generation of the random numbers, and

producing the game-related production to include at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters, a combination of the word design and the true intention design of either of the two different characters indicating at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and the combination of the word designs including an exchange of words between the two different characters.

33. (Currently Amended) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;

means for controlling a display on the means for displaying, wherein the means for controlling controls the means for displaying to produce a suggestion display suggesting relationship between the production design and the probability of shifting to the special game state, and the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying; ~~and~~

a demonstration display switching timer governing timing of switching between the suggestion display and the game related-designs, wherein the production design includes at least two different characters and a word design for each of the two different characters;~~a;~~

a read-only memory storing a production pattern determination table including production patterns for combinations of the word designs, each of the production patterns having an associated random number for production pattern determination, wherein scenarios are configured by combining production patterns; and

a random number generator for generating random numbers for determining production patterns to be displayed, based upon the random numbers associated with the production patterns, wherein

the combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

Claim 34 (Cancelled).

35. (Currently Amended) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;

means for controlling a display on the means for displaying, wherein the means for controlling controls the means for displaying to produce a suggestion display suggesting relationship between the production design and the probability of shifting to the special game state, and the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying;~~and~~

a demonstration display switching timer governing timing of switching between the suggestion display and the game related-designs, wherein the production design includes at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters;~~a;~~

a read-only memory storing a production pattern determination table including production patterns for combinations of the word designs, each of the production patterns having an associated random number for production pattern determination, wherein scenarios are configured by combining production patterns; and

a random number generator for generating random numbers for determining production patterns to be displayed, based upon the random numbers associated with the production patterns, wherein

the combination of the word design and the true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

36. (Previously Presented) The game machine according to claim 33, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

37. (Previously Presented) The game machine according to claim 33, wherein the suggestion display shows a design identical to the production design or related to the production design.

38. (Previously Presented) The game machine according to claim 33, wherein the suggestion display includes an animated image.

39. (Currently Amended) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and

controlling production of a suggestion display suggesting a relationship between the production design and the probability, producing the suggestion display when the game is not being played or when the game is being played and the varying display of the special symbol is not shown ~~on the means for displaying~~, and governing timing of

switching between the suggestion display and the game-related designs as a demonstration of the game, wherein

the production design includes at least two different characters and a word design for each of the two different characters,

a combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, ~~and~~

the combination of the word designs includes an exchange of words between the two different characters, and

a combination of production patterns is extracted from a memory storing a production pattern table including production patterns comprising combinations of the word designs, each production pattern including a corresponding random number for production pattern determination, based upon generation of random numbers.

40. (Previously Presented) The game machine according to claim 35, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

41. (Previously Presented) The game machine according to claim 35, wherein the suggestion display shows a design identical to the production design or related to the production design.

42. (Previously Presented) The game machine according to claim 35, wherein the suggestion display includes an animated image.

43. (Currently Amended) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and

controlling production of a suggestion display suggesting a relationship between the production design and the probability, producing the suggestion display when the game is not being played or when the game is being played and the varying display of the

special symbol is not shown ~~on the means for displaying~~, and governing timing of switching between the suggestion display and the game-related designs as a demonstration of the game, wherein

the production design includes at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters,

a combination of the word design and a true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, ~~and~~

the combination of the word designs includes an exchange of words between the two different characters, and

a combination of production patterns is extracted from a memory storing a production pattern table including production patterns comprising combinations of the word designs, each production pattern including a corresponding random number for production pattern determination, based upon generation of random numbers.